We are not the only insane ones here...

The building our basement shop holds up
is five stories tall.  Yet, I think that this
bottom floor (our shop plus 7 other offices)
holds 90% of the lunatics.  Granted, Tom
counts for about 50%, but take Des, an ac-
countant down the hall.  This guy rode a boat
from Ireland when young, moved around the U.S.,
and ended up in Santa Barbara with a wife and
12 kids.  And is happy about it!  Oh, here he
comes now, complete with ear-to-ear smile.
Probably with a tidbit on the normal people upstairs...     February 1984

```
*******************************************************************************
*                                                                             *
*      Filename        English Translation          PMODE PCLEAR   Locations  *
*                                                                 CTR-80  CCR-81 *
*      SCALECOV      Scale Cover                       4     4     7/145   5/121 *
*      CANNON        Cannon                            4    (4)   27/157  16/135 *
*      AUTODOC       Auto Documenter                  (2)   (4)   43/172  29/152 *
*      STRKINS       Strek Instructions                3    (4)   59/184  42/168 *
*      COCOSTRK      CoCo Strek                         3    (4)   85/203  63/193 *
*      BLAZER        Blazer                             3    (4)  105/221  82/218 *
*   √ WIGWORM        Wiggle Worm (CLOADM:EXEC)         (2)   (4)  122/234  98/239 *
*   ✳ DIRLIST        Dirlist (disk - see notes)       (2)   (4)  136/245 112/258 *
*                                                                             *
*                                                                             *
*  Locations are for the R/S recorders.  If the first copy of a program won't load, try the second.  If *
*  neither copy loads, return the tape for disciplining and a prompt replacement.  If you get an OM, FC, *
*  or SN error while loading or running a program, you probably have to enter the PMODE and PCLEAR values *
*  for the program directly from the keyboard (values in parenthesis are not set in the program).  *  *
*  These programs may use high speed.  Be sure that the computer is slowed down again before doing I/O to *
*  tape or disk (POKE 65494,0).  Subscribers - The month on the mail label is the last month of your *
*  subscription.  If you have a cassette subscription, the number next to the month is the amount it *
*  would cost to convert the rest of your subscription to the disk version. *
*                                                                             *
*******************************************************************************
```

See well-balanced designs in **Scale Cover** (by Eric Faden).

Several big guns are firing at your 'copter in **Cannon** (by Mike
Moore).  Using the joystick to move up and down and the red button to
fire, you must try to shoot the projectiles before they get past you.
Also, there is an energy meter on the left side of the screen.  If it gets
low, you must land to get more fuel.  What fun!

Not about cars - **Auto Documenter** (by Bob Johns) will list the
remarks (both REM and ' types) in any BASIC program saved in ASCII (more
on that later) to the screen, to a printer, or to a disk file.  If the
list is sent to a printer, page numbering and titles are taken care of.
The remarks can be listed in line format (the line number containing the
remark statement is shown) or in paragraph/sub-paragraph format (remarks
at the beginning of lines are considered paragraph headings and remarks
appended to program lines are considered sub-paragraph headings).  Why is
this valuable?

One of the biggest problems facing programmers (that means you!) is
fixing or modifying a program that was written a looooong time ago or was
written by someone else.  Even if you wrote the code, you'll find yourself
looking at a subroutine and thinking, "What did this do?"  The easiest way
to avoid head-scratching is to document the program.  In BASIC, this is

usually done by adding remark statements to the code.  These remarks should try to describe the BASIC program lines in English terms, enabling a programmer (or an adventure cheater) to 'read' through the program to get an idea of the flow of the program.  **Auto Documenter** just makes it that much simpler to 'read' through a program's comments, giving the programmer a head start on understanding the code.  Of course, if the program is not documented or the program jumps all over the place with no thought to program organization, **Auto Documenter** won't be much help.  As I see it, programs written with **Auto Documenter** in mind will just have to be well-structured and commented, a real feature in my mind!

Auto notes:  Any BASIC program must be in ASCII format before it can be read by **Auto Documenter**.  To get it in that format, first load the BASIC program, then save it to tape with CSAVE"filename",A (use SAVE to save it to disk).  If you have the disk version of Chromasette, you can test this program right away using the file **AUTODOC.ASC** (a BASIC program saved in ASCII) included on the disk.

Just how many Klingons are there, really?  Find out the horrifying truth in **CoCo Strek** (by Bud Russell and Ed DeLouis).  This is a colorful, hi-res, real-time, nail-biter of a game.  It is also pretty involved, so carefully run and read **Strek Instructions** to find out how to win with the Enterprise.  Look below to find a mini-warp of the instructions:

Commands:
     P    Arm Phasers
     T    Arm Torpedos
     1-9  Adjust phaser power
     K    use Keyboard (arrow keys to move and spacebar to fire armed
weapon)
     J    use Joystick to move and red button to fire armed weapon
Bar Meanings:
     E    Energy level of shields (30,000 max.)
     T    Torpedoes left (20 max.)
     P    Phaser power (9000 units max.)
     Q    Base energy
Ships:
     Yellow - Enterprise        Large Yellow with number - Federation Base
     Green - Klingon            Large Green - Klingon Base
Conditions
     Blue - Secure, Scotty!
     Yellow - Low energy, Long Range Scanner inoperable
     Red - Hostile ship in quadrant

And you thought space was nearly empty...  Maneuver through space hazards in **Blazer** (by Bruce Tate).  Use the left joystick to control your ship and the red button to fire.  Inch through the asteroid belt, neutralize force fields, position elevators, burn through solid rock, and, if you are still alive, fix the deadly sliding gaps.  I think I'll watch from my armchair.

You asked for it, and we are happy to say, you GOT IT!!!  An excellent centipede-type game in machine language called **Wiggle Worm** (by Daniel Hamilton).  The whole crew is here (spiders, slugs, bugs, mushrooms, and centipedes) for your pleasure.  I love it (and I'm a lousy player!).  Hit the spacebar to start the game, use the right joystick to move your gun, and press the red button to fire.

To load and play **Wiggle Worm** from tape, type CLOADM"WIGWORM":EXEC<enter>.  To save the game to tape type CSAVEM"WIGWORM",12288,15870,12288<enter> (use SAVEM to save to disk).

Gimme just the BASIC programs.  Now you disk users can get wildcard DIRectory lists with **Dirlist** (by Bob Johns).  This is a machine language utility, so give it room to work by first typing CLEAR200,32323<enter>. Now load and execute it by typing CLOADM"DIRLIST":EXEC<enter> (use **LOADM** if you have it on disk - the **AWAY** menu in the disk version takes care of the above steps automatically).  Now you can get directory lists of just the files that have certain two character characteristics.  For instance, typing DIR<enter> works normally, and you get a list of all the files on drive 0.  However, now you can type <shift clear>DIR **.BA<enter> and just the programs with BA as the first two characters of the extension are listed (ie: both **BLAZER.BAS** and **AWFUL.BAD** would be listed).  Typing <shift clear>DIR CA.**<enter> would list programs with CA as the first two characters (ie: **CAVE.BAS** and **CALLER.BIN**).  Typing <shift clear>DIR DA.BA<enter> would list programs with DA as the first two characters and BA as the first two characters of the extention (ie: **DAVE.BAD** and **DAILY.BAS**).  **Note:**  You can ONLY use two-character keys (not more, not less) and you must type <shift clear> first to enable the utility.

To save **Dirlist** to disk, type SAVEM"DIRLIST",32324,32767,32411<enter>.

Too good to be true...

I said that last month's **Tax83** was bugless.  And we checked it over and over to be sure.  However, a couple things did slip by that probably didn't affect your return, but could have.  So here goes:

The SUM function didn't zero the variable first, so add **:ELSEW=0** to the end of line 25 of the cassette version (line 540 in the disk version).

If you have an ENERGY CREDIT, FICA ON UNREPORTED TIPS, and/or TAX ON IRA, and then (and only then) answer NO to the ANY OTHER PAYMENTS question, you'll get double the amount you should for each one.  Fix them by adding **:EC=0** to the end of line 157 in the cassette version (line 1950 of the disk version) and **:AP=0:TP=0** to the end of line 171 in the cassette version (line 2120 of the disk version).

I'm blue over those sheets...

Last month I gave step-by-step instructions for getting the **Fortran** Help and Demo files from tape to disk.  But I gave them wrong.  To make them right, replace **FORDEMO** with **HELP**, **FORDEMO/FOR** with **HELP/DAT**, **FORHELP** with **FORDEMO**, and **HELP/DAT** with **FORDEMO/FOR**.

Locking out the new ROM...

August 1983's **Trkloc** would not work with the new disk ROMs.  To fix it change the &HD6 in line 190 to **PEEK(&HC004)** and the &H6C in line 200 to **PEEK(&HC005)**.

Can't seem to please every program...

If you made the October 1983 fixes to August 1983's **Keep Check**, then September 1983's **Keep Budget** could get an error (whew - got all the months right).  To fix **Keep Budget**, just change the LC$,BL,BK at the end of line 160 to IW,BL,BK:LC$=STR$(IW).

And my name is Nikkitickytombo Nosorombo Hottibottibosco...

To force a limit of seven characters in the address type of May 1983's **Keep Address,** add **ELSEA$=LEFT$(A$,7)** to the end of line 590.   This makes the search routine in PRINT LABELS more accurate.  Note - Dashes are a no-no when typing in ADDRESS TYPES.

File this one away...

If you are having trouble with April 1983's **Files,** it may be due to a memory allocation problem (almost like the old PMODE/PCLEAR run-around). So do the following steps:

1)   Load the original **Files.**
2)   Type **LIST1370<enter>.**   If you DO NOT see a **FILES 2,768,** your program is already fixed and this fix won't help you.
3)   Delete the **FILES 2,768:** from line 1370.
4)   Add the following lines:
```
              1 GOTO 3
              2 GOTO 40
              3 FILES 2,768:GOTO 2
```
5)   Save the fixed version of **Files** to disk.

We hit the bigtime...

We now have an 800 number for orders and renewals!   It is **1-800-621-6240** (I'm sorry, but program help, other questions, and calls from California, Alaska, Hawaii, and foriegn countries will still have to use 1-805-963-1066).  Now you can just let go with your Visa or MasterCard!

As your CoCo grows...

As you are all too aware of, our prices went up February 1, 1984.   The new prices also changed the cost of converting your subscription from Tape to Disk.   If you got a subscription (or renewed) at the old rate, the conversion rate will still be the same ($4.20 per issue for 6 or less months, $3.75 per issue for 7 or more months).  New subscribers and renewals at the new prices can convert for $2.25 per issue for 6 or less months, $1.85 for 7 or more months.  The total conversion amount will still be shown in the upper right hand corner of the mail label.

Converting to jelly,

*Dave*

ed.

# $18.95